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L1	112	@ad>"20030626" and smoke and animation	US-PGPUB; USPAT; EPO; DERWENT	OR	OFF	2006/09/11 12:34
L2	328	@ad>"20030626" and smoke and simulation	US-PGPUB; USPAT; EPO; DERWENT	OR	OFF	2006/09/11 12:34

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R Fedkiw, J Stam, HW Jensen - Proceedings of the 28th annual conference on Computer ..., 2001 - portal.acm.org

... The key to realistic **animation** of **smoke** is to make it look like a passive natural phenomena as opposed to a "living" creature made out of **smoke**. ...

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Keyframe control of smoke simulations - group of 8 »

A Treuille, A McNamara, Z Popović, J Stam - ACM Transactions on Graphics (TOG), 2003 - portal.acm.org

... 2002; Enright et al. 2002; Fos- ter and Fedkiw 2001]. We can now produce **animations** of curl- ing **smoke** and splashing water with striking visual realism. ...

[Cited by 52](#) - [Related Articles](#) - [Web Search](#) - [BL Direct](#)

Flow volumes for interactive vector field visualization - group of 10 »

N Max, B Becker, R Crawfis - Visualization, 1993. Visualization'93, Proceedings., IEEE ..., 1993 - ieeexplore.ieee.org

... In the current interactive system, we avoid sorting by assuming the color of the **smoke** is uniform, a reasonable assumption for the visual effect we desire. ...

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Rendering and animation of gaseous phenomena by combining fast volume and scanline A-buffer ...

DS Ebert, RE Parent - Proceedings of the 17th annual conference on Computer ..., 1990 - portal.acm.org

... objects and is especially useful for rendering scenes containing gaseous phenomena such as clouds, fog, and **smoke**. The rendering and **animation** of these ...

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Virtual Smoke: an interactive 3D flow visualization technique - group of 2 »

KL Ma, PJ Smith - Visualization, 1992. Visualization'92, Proceedings., IEEE ..., 1992 - ieeexplore.ieee.org

... are reached by the injected "**smoke**" within a user defined and preselected time interval and render only those voxels at each **animation** update; however ...

[Cited by 17](#) - [Related Articles](#) - [Web Search](#)

Volcanic smoke animation using cml - group of 3 »

R Mizuno, Y Dobashi, T Nishita - Proc. of International Computer Symposium 2002, 2002 - nis-lab.is.su-tokyo.ac.jp

Page 1. Volcanic **Smoke Animation** using CML ... Abstract The **animation** of volcanic **smoke** is useful for natural disaster simulations, entertainments, etc. ...

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Animation and Simulation Techniques for VR-Training Systems in Endoscopic Surgery - group of 4 »

HK Çakmak, U Kühnapfel - Eurographics Workshop on **Animation** and Simulation, 2000 - irect1.iai.fzk.de

... The **smoke animation** is based on Perlin's turbulence function [Per85] to create a volume block with a **smoke density** distribution. ...

[Cited by 11](#) - [Related Articles](#) - [Web Search](#)

Interacting with smoke and fire in real time

J Stam - Communications of the ACM, 2000 - portal.acm.org

... Here, I emphasize the effect of a fluid on "fuzzy" substances like **smoke** and clouds that are modeled using a density function. For ...

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Physically based modeling and animation of fire - group of 24 »

DQ Nguyen, R Fedkiw, HW Jensen - Proceedings of the 29th annual conference on Computer ..., 2002 - portal.acm.org

... The third and final visual effect we address is the **smoke** or soot that is apparent in some flames after the temperature cools to the point where the blackbody ...

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Results 1 - 10 of about 19 for "simulation of gaseous phenomena". (0.05 seconds)

Twodimensional Simulation of Gaseous Phenomena Using Vortex Particles - group of 4 »

MN Gamito, PF Lopes, MR Gomes - Proceedings of the 6th Eurographics Workshop on Computer ..., 1995 - iscte.pt
Page 1. Two-dimensional **simulation of gaseous phenomena** using vortex particles
Manuel Noronha Gamito Pedro Faria Lopes Mário Rui ...
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Visual simulation of smoke - group of 34 »

R Fedkiw, J Stam, HW Jensen - Proceedings of the 28th annual conference on Computer ..., 2001 - portal.acm.org
Page 1. Visual Simulation of Smoke Ronald Fedkiw £ Stanford University Jos Stam
Y Aliaswavefront Henrik Wann Jensen P Stanford University Abstract ...
Cited by 215 - [Related Articles](#) - [Web Search](#)

Stable fluids - group of 40 »

J Stam - Proceedings of the 26th annual conference on Computer ..., 1999 - portal.acm.org
Page 1. Stable Fluids Jos Stam Alias waveform Abstract Building animation
tools for fluid-like motions is an important and challenging ...
Cited by 299 - [Related Articles](#) - [Web Search](#)

Qualitative Simulation of Convective Clouds Formation and Evolution - group of 5 »

F Neyret - Proc of Eurographics Computer Animation and Simulation ..., 1997 - w3imagis.imag.fr
... 2. Manuel Noronha Gamito, Pedro Faria Lopes, and Mario Rui Gomes. Two- dimensional
simulation of gaseous phenomena using vortex particles. ...
Cited by 13 - [Related Articles](#) - [View as HTML](#) - [Web Search](#)

Real-time gaseous phenomena: a phenomenological approach to interactive smoke and steam - group of 4 »

T Holtkämper - Proceedings of the 2nd international conference on Computer ..., 2003 - portal.acm.org
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Cloud simulation in virtual environments - group of 5 »

M Unbescheiden, A Trembliski - Virtual Reality Annual International Symposium, 1998. ..., 1998 - ieeexplore.ieee.org
... [4] MN Gamito, PF Lopes, and MR Gomes. Two- Dimensional **Simulation of Gaseous Phenomena**
Us- ing Vortex Particles. In Eurographics Proceedings, 1995. ...
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Interacting with smoke and fire in real time

J Stam - Communications of the ACM, 2000 - portal.acm.org
... Mod. Image Process. 58, 5 (1996), 471–483. 6. Gamito, M., Lopes P., and Gomes, M.
Two-dimensional **simulation of gaseous phenomena** using vortex particles. ...
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[PS] Stochastic Rendering of Density Fields - group of 6 »

J Stam - Proc. of Graphics Interface'94, 1994 - dgp.toronto.edu
... Keywords: stochastic modelling, **simulation of gaseous phenomena**, scattering
equation, solid tex- tures, ray tracing. 1 Introduction ...
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Smoothed particles: A new paradigm for animating highly deformable bodies - group of 11 »

M Desbrun, MP Gascuel - 6th Eurographics Workshop on Computer Animation and ..., 1996 - graphics.ethz.ch
Page 1. Smoothed Particles: A new paradigm for animating highly deformable
bodies Mathieu Desbrun Marie-Paule Gascuel iMAGIS □ - GRAVIR ...

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3. **Probabilistic simulation of fire scenarios** • ARTICLE
Nuclear Engineering and Design, Volume 224, Issue 3, October 2003, Pages 301-311
Simo Hostikka and Olavi Keski-Rahkonen
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Journal of Allergy and Clinical Immunology, Volume 111, Issue 4, April 2003, Pages 840-846
Susan Colilla, Dan Nicolae, Anna Pluzhnikov, Malcolm N. Blumenthal, Terri H. Beaty, Eugene R. Bleeker, Ethan M. Lange, Stephen S. Rich, Deborah A. Meyers, Carole Ober *et al.*
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1. Understanding fire and smoke flow through modeling and visualization

Forney, G.P.; Madrzykowski, D.; McGrattan, K.B.; Sheppard, L.;
Computer Graphics and Applications, IEEE

Volume 23, Issue 4, July-Aug. 2003 Page(s):6 - 13

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2. Modelling of smoke flow taking obstacles into account

Yoshida, S.; Nishita, T.;

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Crawfis, R.; Max, N.; Becker, B.;

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14-18 March 1998 Page(s):98 - 104

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